

## AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions, and listings, of claims in the application:

### Listing of Claims:

1. (Currently Amended) A computer implemented ~~distributed classification system~~ comprising ~~[[:]]~~ a processor and one or more physical computer readable storage media operatively coupled to the processor, the computer readable storage media having stored thereon computer executable instructions that, when executed by the processor, implement the method of claim 16.

~~a processor;~~

~~a memory communicatively coupled to the processor, the memory having stored therein computer executable instructions to implement the system, including:~~

~~a plurality of software components shared by unrelated software design tools, wherein each of the design tools controls at least one of the software components;~~

~~a classification component that couples the software components to a common classification structure based on a structure type comprising structure type class that represents a name of the structure type and identifies if the common classification structure is a hierarchy, node types defining at least one type of software component supported by the common classification structure and structural constraints, the structural constraints define permissible parent-child relationships between the various node types; and~~

~~an event monitoring system that monitors the common classification structure and automatically provides an opportunity to prevent changes to the common classification structure by communicating at least one notification prior to implementing the changes to the common classification structure,~~

~~wherein the memory stores the classification component and the coupling between the software components and the common classification structure.~~

2-4. (Cancelled)

5. (Currently Amended) The system of ~~claim 4~~claim 1, wherein a ~~classification node comprises~~ at least one of the plurality of nodes comprises a globally unique identifier, ~~and wherein at least one of the plurality of nodes is immutable.~~

6. (Currently Amended) The system of ~~claim 4~~claim 1, further comprising a graphical user interface employable by a user to associate ~~a classification at least one of the plurality of nodes~~ to at least one of the unrelated software components design tools.

7. (Currently Amended) The system of claim 6, wherein the graphical user interface enables a user to drag and drop a displayed representation of the at least one software ~~component design tool~~ onto a displayed representation of ~~the classification at least one of the plurality of nodes~~ to assign the at least one software component to the ~~classification~~-node.

8. (Currently Amended) The system of claim 1, ~~wherein the classification component utilizes further comprising utilizing~~ heuristics and statistical analysis related to artificial intelligence to couple the unrelated software components design tools to the common classification structure.

9-15. (Cancelled)

16. (Currently Amended) A ~~computer method implemented within a computing system that includes a processor and memory storing instructions which, when executed by the processor, implement the method for managing classifying information in a centrally managed common classification methodology~~structure, the method comprising: employing a processor to execute computer-executable instructions stored in memory to perform the following acts:

receiving user input related to at least one taxonomy associated with a common classification structure that includes a plurality of nodes, wherein the common classification structure is based on a structure type that describes a pattern to which instances of the plurality of nodes should conform, the structure type comprising:

one or more node types, each node type defining a type of artifact that may be included in the common classification structure;

a structure type class that describes how the plurality of nodes that correspond to the one or more node types may be assembled into a hierarchy, wherein the structure type class holds a name of the structure type and identifies [[if]]that the common classification structure associated with the taxonomy is a hierarchy[[, ]]; and ~~node types defining type of artifacts that are to be included in the taxonomy and~~

structural constraints ~~defining that~~ define permissible parent-child relationships between various ~~the one or more~~ node types;

instantiating [[a]]the common classification structure for the taxonomy based at least on the structure type;

exposing the common classification structure among a plurality of unrelated software design tools as one or more typed XML (eXtensible Markup Language) documents, wherein ~~the nodes are an XML representation of each node is~~ typed according to the name of the structure type;

maintaining the ~~taxonomies common classification structure~~ to facilitate interaction with taxonomy artifacts by the plurality of unrelated software design tools, wherein each of the design tools controls at least one of the taxonomy artifacts;

monitoring the common classification structure to detect manipulations of the common classification structure;

providing automatic notifications to one or more users upon receiving input manipulating the common classification structure;

receiving user feedback in response to the notifications, the user feedback indicating that the manipulation of the common classification structure is allowed;

allowing the manipulation of the common classification structure based on the user feedback; and

informing the one or more users of the manipulation[[s]] to the common classification structure.

17-18. (Cancelled).

19. (Currently Amended) The method of claim 16, wherein each node in a ~~taxonomy~~ the common classification structure is identified by an immutable globally unique node identifier.

20. (Previously Presented) The method of claim 16, further providing a graphical user interface to the users for generating the taxonomy.

21. (Previously Presented) The method of claim 20, further comprising facilitating association of the taxonomy artifacts to respective node types by receiving an indication of a drag and drop of at least one of the taxonomy artifacts into respective node type.

22. (Previously Presented) The method of claim 16, further comprising generating the taxonomy automatically by employing heuristics and statistical analyses related to artificial intelligence.

23-27. (Cancelled)

28. (Currently Amended) A method implemented within a computing system that includes a processor and memory storing instructions which, when executed by the processor, implement the method for managing classifying information in a common enterprise classification scheme~~methodology, the method comprising: employing a processor to execute computer executable instructions stored in memory to perform the following acts:~~

receiving input related to classifying a plurality of artifacts controlled by a plurality of unrelated software tools in accordance with a taxonomy scheme;

instantiating a common structure comprising a plurality of nodes based on a structure type associated with the received input, wherein the structure type describes a pattern to which instances of the plurality of nodes should conform, the common structure comprising:

one or more node types, each node type defining a type of artifact that may be included in the common structure;

a structure type class that details the arrangement of taxonomy artifacts the plurality of nodes that correspond to the one or more node types into a hierarchy associated with the common structure, wherein the structure type class holds a name of the structure type and identifies that the common structure is a hierarchy; and node types which specify types of artifacts that can be included in the common structure and

structural constraints which define [[the ]]permissible parent-child relationships between the various one or more node types;

exposing the common structure amongst a plurality of unrelated software design tools to facilitate the classification of the artifacts, wherein the common structure is exposed as one ore more typed XML (eXtensible Markup Language) document, and wherein an XML representation of each node is typed according to the name of the structure type;[[;]]

detecting one or more changes to the common structure;

automatically notifying one or more of users or owners of the artifacts regarding the one ore more changes to the common structure;

receiving feedback from the owners or users regarding the notifications;

preventing changes to the common structure if the users or owners veto the changes in the feedback;

implementing the changes if no veto is received; and  
informing the owners and users of the changes implemented to the common structure.

29. (Cancelled).

30. (Original) The method of claim 28, wherein the common structure is exposed via a graphical user interface.

31-32. (Cancelled)

33. (Previously Presented) The method of claim 20, further comprising receiving user input regarding a node within the common classification structure via the graphical user interface.

34. (Cancelled)

35. (New) The method of claim 16, wherein the node types comprise: a division node type, a group node type, a team node type, and a person node type.

36. (New) The method of claim 16, wherein the structure type class specifies that top nodes in the hierarchy are division node types.

37. (New) The method of claim 16, wherein the node types hold a CandidateRoot attribute indicating that nodes corresponding to that type may be top-level nodes in the hierarchy, and a CandidateLeaves attribute indicating that nodes corresponding to that type may be lowest-level nodes in the hierarchy.

38. (New) The method of claim 20, wherein the graphical user interface is an end-user graphical user interface that provides a left pane that displays a graphical representation of the common classification structure as a tree that indicates parent/child relationships of the plurality of nodes using indentation and that provides a user interface control providing user-selection of a node within the graphical representation, and that provides a right pane that displays properties associated with the selected node and that provides a user interface control permitting modification of the displayed properties.

39. (New) The method of claim 38, wherein the end-user graphical user interface displays only those nodes that an end-user has permission to view.

40. (New) The method of claim 16, wherein the node types hold the structural constraints, including a mayBeParentOf constraint indicating node types a particular node may be a parent of, and a mayBeChildOf constraint indicating node types a particular node may be a child of.

41. (New) A computer readable storage medium having stored thereon computer executable instructions that, when executed by a processor, perform the method of claim 16.